

**THE EFFECT OF USING ADVERB CHARADE GAME
TOWARD SPEAKING INTEREST OF THE
SECOND YEAR STUDENTS
AT SMP NEGERI 20
PEKANBARU**

Thesis

Submitted as Partial Fulfillment of the Requirements
for Getting Undergraduate Degree of Education
(S.Pd.)



By

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PEKANBARU
1435 H/2014 M**

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SUPERVISOR APPROVAL

The thesis entitled *The Effect of Using Adverb Charade Game toward Speaking Interest of the Second Year Students at SMP Negeri 20 Pekanbaru* is written by Dica Yuriza SIN. 10914005897. It has been accepted to be examined in the final examination by The Examination Committee of Undergraduate Degree of Education and Teacher Training Faculty of State Islamic University (UIN) Sultan Syarif Kasim Riau.

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Pekanbaru, Rabiul Awal 16th, 1435 H
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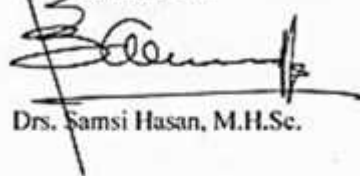
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ABSTRACT

Dica Yuriza, (2014): The Effect of Using Adverb Charade Game toward Speaking Interest of the Second Year Students at SMP Negeri 20 Pekanbaru.

Based on the writer's preliminary study, it was found that the students of the second year at SMP Negeri 20 Pekanbaru were uninterested in learning English especially in speaking. This problem was caused by some factors. Two of them were that some of students did not pay attention to the teacher and some of the students were not interested in speaking English in the classroom. So, the writer was interested in carrying out the research about this problem.

This research was done to find out the difference between using and without using adverb charade game toward speaking interest of the second year students at SMP Negeri 20 Pekanbaru. The design of this research was Quasi-experimental design, where, there were two classes as sample; VIII.3 class consisted of 40 students as an experimental class, and VIII.1 class consisted of 40 students as a control class. The experimental class was given the treatment and the control class was not, while both of classes were given pre questionnaire and post questionnaire.

The technique of collecting data was the questionnaire. The technique of data analysis, the writer used Chi Square Test. Based on the data analysis, the writer found that there was a significant difference between using and without using adverb charade game toward students' speaking interest of the second year at SMP Negeri 20 Pekanbaru by considering $X_{\text{calculated}}$ that was higher than X_{table} in significance level of 5% and 1%. It means that H_a is accepted and H_o is rejected.

The writer concluded that teaching speaking by using Adverb Charade Game can increase the students' speaking interest and make the students interested in learning process.

ABSTRAK

Dica Yuriza, (2014): Pengaruh dari Penggunaan Adverb Charade Game terhadap Minat Berbicara pada Siswa Kelas Dua SMP Negeri 20 Pekanbaru.

Berdasarkan studi pendahuluan penulis, di temukan bahwa para siswa kelas dua SMP Negeri 20 Pekanbaru tidak tertarik dalam belajar bahasa Inggris khusus nya dalam berbicara bahasa Inggris. Masalah ini disebabkan oleh beberapa faktor. Dua diantaranya adalah beberapa siswa tidak memperhatikan guru dan beberapa siswa tidak tertarik dalam berbicara bahasa Inggris di dalam kelas. Jadi, penulis tertarik mengadakan penelitian tentang masalah tersebut.

Penelitian ini dilakukan untuk menemukan perbedaan dari penggunaan adverb charade game dan terhadap minat berbicara bahasa Inggris dari siswa SMP Negeri 20 Pekanbaru. Adapun jenis penelitian ini adalah Quasi-experiment, dimana ada dua kelas sebagai sample, yaitu kelas VIII.3 yang terdiri dari 40 siswa sebagai kelas eksperimen, dan kelas VIII.1 yang terdiri dari 40 siswa sebagai kelas control. Kelas experiment diberikan treatment dan kelas control tidak, sedangkan keduanya diberikan pre kuesioner dan pasca kuesioner.

Teknik pengumpulan data adalah angket. Teknik analisa data, penulis menggunakan rumus Test Kai Kuadrat. Berdasarkan analisa data, penulis menemukan bahwa ada perbedaan yang signifikan dari penggunaan adverb charade game terhadap minat berbicara siswa pada siswa kelas dua SMP Negeri 20 Pekanbaru dengan mempertimbangkan X_{hitung} lebih tinggi dari pada X_{table} pada taraf signifikan 5% dan pada taraf signifikan 1%. Hal ini berarti bahwa H_a diterima dan H_o ditolak.

Penulis menyimpulkan bahwa mengajar berbicara bahasa Inggris dengan menggunakan Adverb Charade Game bisa meningkatkan minat berbicara bahasa Inggris para siswa dan membuat para siswa tertarik dalam proses belajar.

ديكا يوريزا () : تأثير
لعبة التمثيلية التحزيرية ظرف حال إلى الاهتمام التحدث للطلاب
المدرسة الثانوية الحكومية بيكانبارو

الدراسات الأولية، تبين
المدرسة الثانوية الحكومية
بيكانبارو لا مهتم على التحدث باللغة الإنجليزية. ويتسبب هذه المشكلة عن طريق . اثنتان منها
لا تولي اهتماما ليس مهتما الإنجليزية في الفصول الدراسية.
مهما بشأن هذه المسألة.

أجريت هذه الدراسة لتحديد تأثير
لعبة التمثيلية التحزيرية ظرف حال و إلى الاهتمام في
الإنجليزية طلاب في المدرسة الثانوية الحكومية بيكانبارو. نوع هذا البحث هو شبه تجريبية
حيث هناك في العينة
الذي يتكون من فئة تجريبية . ليست، في حين أن
قبل الاستبيانات و الاستبيانات.

تقنيات جمع البيانات استبيان . تقنيات تحليل بيانات استخدام صيغة
الإحصائي للعلوم الاجتماعية . استنادا إلى تحليل البيانات،
عينة هناك اختلافات كبيرة لعبة التمثيلية التحزيرية ظرف حال و إلى الاهتمام للطلاب
المدرسة الثانوية الحكومية بيكانبارو عن طريق مراعاة تي حسابي
يتم قبول الفرضية البديلة (ها) يتم رفض فرضية العدم (هو).

أن التدريس يتحدث اللغة الإنجليزية
لعبة التمثيلية التحزيرية ظرف حال
يمكن أن يزيد الاهتمام يتحدث باللغة الإنجليزية طلاب المهتمين عملية التعلم.

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Finally, the writer realizes that there are many weaknesses on the thesis. Therefore, constructive critiques and suggestion are needed in order to improve this thesis.

May Allah Almighty bless us all, Aamiin ...

Pekanbaru, November 11th, 2013

The writer,

Dica Yuriza

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